

CLAIMS:

What is claimed is:

1. A gaming apparatus for conducting a wagering game, comprising:
a video screen for displaying a dynamic video image; and
5 a structure for displaying non-video artwork, the video and non-video artworks
being visually linked to form an integrated image associated with the
wagering game, the structure covering a portion, but not all, of the
video screen.
- 10 2. The apparatus of claim 1, wherein the integrated image represents a randomly
selected event of the wagering game.
3. The apparatus of claim 1, wherein the non-video artwork includes stationary
indicia.
- 15 4. The apparatus of claim 4, wherein the structure is selectively illuminated to
vary in color.
5. The apparatus of claim 5, wherein changes to the color of the structure are
20 synchronized with changes to the video image.
6. The apparatus of claim 1, wherein the video screen is included in an LCD
display.
- 25 7. The apparatus of claim 1, wherein the structure exposes a portion of the video
screen, the exposed portion having a non-rectangular shape.
8. The apparatus of claim 1, wherein the structure is three-dimensional.
- 30 9. The apparatus of claim 1, wherein the structure is movable relative to the
video screen.

10. The apparatus of claim 9, wherein the movable structure interacts with the video image.
11. The apparatus of claim 10, wherein the movable structure identifies one or more elements in the video image.
12. The apparatus of claim 1, wherein the structure includes a physical or virtual hole exposing an area of the video screen, the video image including an award in the area.
13. A gaming apparatus for conducting a wagering game, comprising:
a video screen;
a structure for displaying non-video artwork, the structure covering a portion, but not all, of the video screen; and
a controller for generating a dynamic video image on the video screen, the video and non-video artworks being visually linked to form an integrated image associated with the wagering game.
14. The apparatus of claim 3, wherein the integrated image represents a randomly selected event of the wagering game.
15. The apparatus of claim 3, wherein the non-video artwork includes stationary indicia.
16. The apparatus of claim 15, wherein the structure is selectively illuminated to vary in color.
17. The apparatus of claim 16, wherein changes to the color of the structure are synchronized with changes to the video image.
18. The apparatus of claim 13, wherein the video screen is included in an LCD display.

19. The apparatus of claim 13, wherein the structure exposes a portion of the video screen, the exposed portion having a non-rectangular shape.
20. The apparatus of claim 13, wherein the structure is three-dimensional.
- 5 21. The apparatus of claim 13, wherein the structure is movable relative to the video screen.
- 10 22. The apparatus of claim 21, wherein the movable structure interacts with the video image.
23. The apparatus of claim 22, wherein the movable structure identifies one or more elements in the video image.
- 15 24. The apparatus of claim 13, wherein the structure includes a physical or virtual hole exposing an area of the video screen, the video image including an award in the area.
- 20 25. A method of conducting a wagering game on a gaming machine, comprising:
receiving a wager to play the wagering game;
displaying a dynamic video image on a video screen; and
displaying non-video artwork on a structure, the structure covering a portion,
but not all, of the video screen, the video and non-video artworks being
visually linked to form an integrated image associated with the
25 wagering game.
26. The method of claim 25, wherein the integrated image represents a randomly selected event of the wagering game.
- 30 27. The method of claim 25, wherein the non-video artwork includes stationary indicia.

28. The method of claim 27, further including selectively illuminating the structure to vary in color.

29. The method of claim 28, wherein the illuminating step includes synchronizing
5 changes to the color of the structure with changes to the video image.

30. The method of claim 25, wherein the video screen is included in an LCD display.

10 31. The method of claim 25, further including randomly selecting an outcome for the wagering game, the integrated image being associated with the outcome.

32. The method of claim 25, wherein the structure exposes a portion of the video screen, the exposed portion having a non-rectangular shape.

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33. The method of claim 25, wherein the structure is three-dimensional.

34. The method of claim 25, further including moving the structure relative to the video screen.

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35. The method of claim 34, further including interacting the moving structure with the video image.

25 36. The method of claim 35, wherein the interacting step includes identifying one or more elements in the video image with the moving structure.

37. The method of claim 25, wherein the structure includes a physical or virtual hole exposing an area of the video screen, the video image including an award in the area.

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